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1 The pixel machine: a parallel image computer

Michael Potmesil, Eric M. Hoffert

July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques,** Volume 23 Issue 3

Full text available: 📄 pdf(3.12 MB)   Additional Information: full citation, abstract, citings, index terms

We describe the system architecture and the programming environment of the Pixel Machine - a parallel image computer with a distributed frame buffer.The architecture of the computer is based on an array of asynchronous MIMD nodes with parallel access to a large frame buffer. The machine consists of a pipeline of *pipe nodes* which execute sequential algorithms and an array of *m* × *n* pixel nodes which execute parallel algorithms. A *pixel node* directly accesses e ...

2 The state of the art in locally distributed Web-server systems

Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu

June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Full text available: 📄 pdf(1.41 MB)   Additional Information: full citation, abstract, references, citings, index terms

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...

Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching algorithms, distributed systems, load balancing, routing mechanisms

3 Graphics/image-based algorithms: The randomized sample tree: a data structure for interactive walkthroughs in externally stored virtual environments

Jan Klein, Jens Krokowski, Matthias Fischer, Michael Wand, Rolf Wanka, Friedhelm Meyer auf der Heide

November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: 📄 pdf(1.76 MB)   Additional Information: full citation, abstract, references, index terms

We present a new data structure for rendering highly complex virtual environments of arbitrary topology. The special feature of our approach is that it allows an interactive navigation in very large scenes (30 GB/400 million polygons in our benchmark scenes) that

cannot be stored in main memory, but only on a local or remote hard disk. Furthermore, it allows interactive rendering of substantially more complex scenes by instantiating objects.For the computation of an approximate image of the scen ...

Keywords: Monte Carlo techniques, level of detail algorithms, out-of-core rendering, point sample rendering, rendering systems, spatial data structures

4   Rendering systems on clusters: Design and implementation of a large-scale hybrid distributed graphics system
Jian Yang, Jiaoying Shi, Zhefan Jin, Hui Zhang
September 2002 **Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and Visualization**

Full text available: pdf(237.87 KB)   Additional Information: full citation, abstract, references, citings, index terms

Although modern graphics hardware has strong capability to render millions of triangles within a second, huge scenes are still unable to be rendered in real-time. Lots of parallel and distributed graphics systems are explored to solve this problem. However none of them is built for large-scale graphics applications.We designed AnyGL, a large-scale hybrid distributed graphics system, which consists of four types of logical nodes, Geometry Distributing Node, Geometry Rendering Node, Image Composit ...

Keywords: geometry compression, global share, image composition, image compression, large-scale cluster rendering, logical timestamp, memory explosion, parallel rendering, remote graphics, tiled displays, virtual graphics

5   Migration: Optimizing the migration of virtual computers
Constantine P. Sapuntzakis, Ramesh Chandra, Ben Pfaff, Jim Chow, Monica S. Lam, Mendel Rosenblum
December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Full text available: pdf(1.68 MB)   Additional Information: full citation, abstract, references, citings

This paper shows how to quickly move the state of a running computer across a network, including the state in its disks, memory, CPU registers, and I/O devices. We call this state a *capsule*. Capsule state is hardware state, so it includes the entire operating system as well as applications and running processes.We have chosen to move *x*86 computer states because *x*86 computers are common, cheap, run the software we use, and have tools for migration. Unfortunately, *x*86 c ...

6   Virtual images: interactive visualization of distributed object-oriented systems
Jean-Yves Vion-Dury, Miguel Santana
October 1994 **ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications**, Volume 29 Issue 10

Full text available: pdf(1.91 MB)   Additional Information: full citation, abstract, references, citings, index terms

In spite of growing needs in many areas, there is a lack of powerful graphical interfaces for interacting with large and complex sets of objects. Debugging, management and monitoring tools for object-oriented distributed systems or databases, for instance, need new interfaces that allow high quality visualization and interaction.We propose to use 3D interactive animations for representing large numbers of objects, complex relationships, and dynamic execution of concurrent activit ...

7   From the real toward the ideal: a case study in virtual document development
Jim Ingram
October 1997 **Proceedings of the 15th annual international conference on Computer documentation**

Full text available: pdf(941.11 KB)   Additional Information: full citation, citings, index terms

8 UI and Applications: A graphical user interface toolkit approach to thin-client computing ▮
Simon Lok, Steven K. Feiner, William M. Chiong, Yoav J. Hirsch
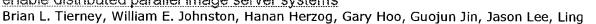May 2002 **Proceedings of the eleventh international conference on World Wide Web**

Full text available: pdf(1.56 MB)   Additional Information: full citation, abstract, references, index terms

Network and server-centric computing paradigms are quickly returning to being the dominant methods by which we use computers. Web applications are so prevalent that the role of a PC today has been largely reduced to a terminal for running a client or viewer such as a Web browser. Implementers of network-centric applications typically rely on the limited capabilities of HTML, employing proprietary "plug ins" or transmitting the binary image of an entire application that will be executed on the cl ...

Keywords: client-server systems, network computing, remote method invocation, user interface toolkit

9 Session 21: computer-communication interaction: Using high speed networks to ▮
enable distributed parallel image server systems
Brian L. Tierney, William E. Johnston, Hanan Herzog, Gary Hoo, Guojun Jin, Jason Lee, Ling Tony Chen, Doron Rotem
November 1994 **Proceedings of the 1994 ACM/IEEE conference on Supercomputing**

Full text available: pdf(969.28 KB)   Additional Information: full citation, abstract, references

We describe the design and implementation of a distributed parallel storage system that uses high-speed ATM networks as a key element of the architecture. Other elements include a collection of network-based disk block servers, and an associated name server that provides some file system functionality. The implementation is based on user level software that runs on UNIX workstations. Both the architecture and the implementation are intended to provide for easy and economical scalability. This ap ...

10 Posters: A web-based collaborative system for medical image analysis and diagnosis ▮
Yu S Lim, David Dugan Feng, Tom Weidong Cai
December 2000 **Selected papers from the Pan-Sydney workshop on Visualisation - Volume 2**

Full text available: pdf(296.27 KB)   Additional Information: full citation, abstract, references, index terms

The overall objective of this paper is to show the development of a web-based collaborative system for medical image analysis and diagnosis that is affordable, usable, reliable and efficient for medical area. The system consists of four components that are chat system, online image manipulation system, message board and server system. To carry out the objective of the system, various method are applied such as JAVA applet which is system independent using a virtual machine technology, server and ...

11 Collaborative augmented reality environments: integrating VR, working materials, and ▮
distributed work spaces
Monika Büscher, Michael Christensen, Kaj Grønbæk, Peter Krogh, Preben Mogensen, Dan Shapiro, Peter Ørbæk
September 2000 **Proceedings of the third international conference on Collaborative virtual environments**

Full text available: pdf(1.03 MB)   Additional Information: full citation, abstract, references, citings, index terms

In this work, we present a new method for displaying stereo scenes, which speeds up the rendering time of complex geometry. We first discuss a scene splitting strategy, allowing us to partition objects to the distant background or the near foreground. Furthermore, wededuce a computation rule for positioning a cutting plane in the scene.

Keywords: 3D workspace, CSCW, roomware, virtual office/project room, virtual reality, working material

12 ATLAS: a scalable network framework for distributed virtual environments

Dongman Lee, Mingyu Lim, Seunghyun Han

September 2002 **Proceedings of the 4th international conference on Collaborative virtual environments**

Full text available: pdf(129.14 KB)   Additional Information: full citation, abstract, references, index terms

A distributed virtual environment (DVE) is a software system that allows users on a network to interact with each other by sharing a common view of their states. As users are geographically distributed over large networks like the Internet and the number of users increases, scalability is a key aspect to consider for real-time interaction. Various solutions have been proposed to improve the scalability in DVE systems but they are either focused on only specific aspects or customized to a target ...

Keywords: DVE, network framework, scalability

13 Global digital museum: multimedia information access and creation on the Internet

Junichi Takahashi, Takayuki Kushida, Jung-Kook Hong, Shigeharu Sugita, Yasuyuki Kurita, Robert Rieger, Wendy Martin, Geri Gay, John Reeve, Rowena Loverance

May 1998 **Proceedings of the third ACM conference on Digital libraries**

Full text available: pdf(1.41 MB)   Additional Information: full citation, references, citings, index terms

14 Internetwork infrastructure requirements for virtual environments

Donald P. Brutzman, Michael R. Macedonia, Michael J. Zyda

January 1995 **Proceedings of the first symposium on Virtual reality modeling language**

Full text available: pdf(1.12 MB)   Additional Information: full citation, references, citings, index terms

15 Distributed/collaborative virtual environments: A multi-server architecture for distributed virtual walkthrough

Beatrice Ng, Antonio Si, Rynson W.H. Lau, Frederick W.B. Li

November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(249.44 KB)   Additional Information: full citation, abstract, references, citings, index terms

CyberWalk is a distributed virtual walkthrough system that we have developed. It allows users at different geographical locations to share information and interact within a common virtual environment (*VE*) via a local network or through the Internet. In this paper, we illustrate that when the number of users exploring the *VE* increases, the server will quickly become the bottleneck. To enable good performance, CyberWalk utilizes multiple servers and employs an adaptive data partition ...

Keywords: data partition and replication, distributed virtual environments, multi-server architecture

16 Multi-resolution model transmission in distributed virtual environments

Jimmy H. P. Chim, Rynson W. H. Lau, Antonio Si, Hong Va Leong, Danny To, Mark Green, Miu Ling Lam

November 1998 **Proceedings of the ACM symposium on Virtual reality software and**

technology

Full text available: 📄 pdf(2.48 MB)   Additional Information: full citation, references, citings, index terms

17 Distributed design review in virtual environments

Mike Daily, Mike Howard, Jason Jerald, Craig Lee, Kevin Martin, Doug McInnes, Pete Tinker
September 2000 **Proceedings of the third international conference on Collaborative virtual environments**

Full text available: 📄 pdf(1.25 MB)   Additional Information: full citation, abstract, references, citings, index terms

In large distributed corporations, distributed design review offers the potential for cost savings, reduced time to market, and improved efficiency. It also has the potential to improve the design process by enabling wider expertise to be incorporated in design reviews. This paper describes the integration of several components to enable distributed virtual design review in mixed multi-party, heterogeneous multi-site 2D and immersive 3D environments. The system provides higher layers of sup ...

Keywords: design review, global scale collaboration, multi-modal, spatialized audio, speech recognition, tele-conferencing, virtual environments

18 Walking away from the desktop computer: distributed collaboration and mobility in a product design team

Victoria Bellotti, Sara Bly
November 1996 **Proceedings of the 1996 ACM conference on Computer supported cooperative work**

Full text available: 📄 pdf(1.85 MB)   Additional Information: full citation, references, citings, index terms

Keywords: awareness, communication, distributed collaboration, field study, mobility

19 Structured Graphics for Distributed Systems

K. A. Lantz, W. I. Nowicki
January 1984 **ACM Transactions on Graphics (TOG),** Volume 3 Issue 1

Full text available: 📄 pdf(2.15 MB)   Additional Information: full citation, references, citings, index terms

20 WireGL: a scalable graphics system for clusters

Greg Humphreys, Matthew Eldridge, Ian Buck, Gordan Stoll, Matthew Everett, Pat Hanrahan
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: 📄 pdf(333.39 KB)   Additional Information: full citation, abstract, references, citings, index terms

We describe WireGL, a system for scalable interactive rendering on a cluster of workstations. WireGL provides the familiar OpenGL API to each node in a cluster, virtualizing multiple graphics accelerators into a sort-first parallel renderer with a parallel interface. We also describe techniques for reassembling an output image from a set of tiles distributed over a cluster. Using flexible display management, WireGL can drive a variety of output devices, from standalone displays to tiled displ ...

Keywords: cluster rendering, parallel rendering, remote graphics, scalable rendering, tiled displays, virtual graphics

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1 **Acquiring a radiance distribution to superimpose virtual objects onto a real scene**
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Pages:1 - 12

[Abstract]   [PDF Full-Text (1176 KB)]   **IEEE JNL**

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2 **Context modeling based depth image compression for distributed virtual environment**
Bao, P.; Gourlay, D.; Li, Y.;
Cyberworlds, 2003. Proceedings. 2003 International Conference on , 3-5 Dec. 2003

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5 **A virtual cockpit for a distributed interactive simulation**
McCarty, W.D.; Sheasby, S.; Amburn, P.; Stytz, M.R.; Switzer, C.;
Computer Graphics and Applications, IEEE , Volume: 14 , Issue: 1 , Jan. 1994
Pages:49 - 54

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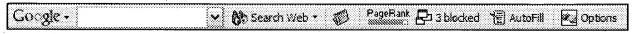Free! Get the Google Toolbar. Download Now - About Toolbar

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